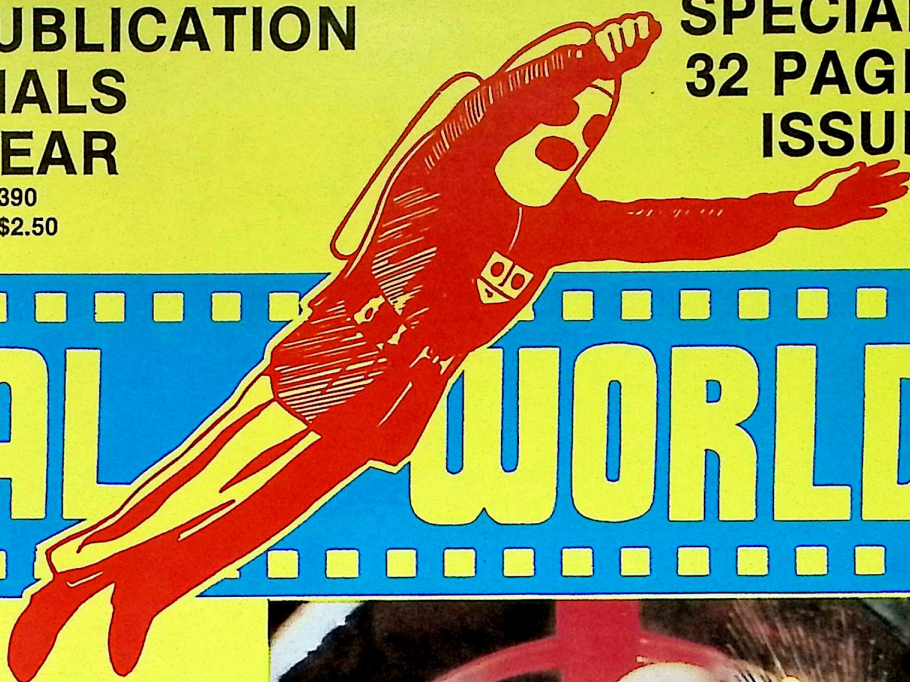


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NO. 24

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FALL 1980 — \$2.50

SPECIAL  
32 PAGE  
ISSUE

# SERIAL WORLD



- ★ THE CRIMSON GHOST
- ★ ALL AMERICAN SERIAL  
JACK ARMSTRONG
- ★ RARE COLOR LOBBY CARDS
- ★ JUNGLE QUEEN
- ★ FOUND!  
COLUMBIA ROBOT
- ★ SERIAL ARTWORK
- ★ FOUND! THE CAPTAIN  
MARVEL T-SHIRT  
— IN COLOR
- ★ SATURDAY MATINEE  
ON SUNDAY



## FLASH GORDON— THE FILM

## COMIC TO SERIAL CROSS-OVER





**"THE SPIDER RETURNS"**  
**A COLUMBIA SERIAL IN 15 CHAPTERS**  
**THE GARGOYLE THREATENS...**

# SERIAL WORLD

VOL. 3, NO. 24

A Quarterly publication dedicated to the motion picture serial.

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And

Special Thanks to Tom Weaver for his kind help with last issues material.

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## SERIAL SHOWCASE

BY JEFF WALTON

EDITOR SERIAL WORLD



Have got to kick this issue off with a dedication to my publisher, Norm Kietzer. This issue marks our first glossy full fledge magazine format with fantastic color reproductions throughout. Norm was there in the Mid 70's when I felt I'd have to quit publishing Serial World. He backed me, never told me what to have or not have and in general was a very positive force with the success of this publication. Now Norm is kicking off his new publication that has been dear to his heart for about two years now, **FAVORITE WESTERNS**. Up until this time Norm has mainly been involved with wrestling publication. I wish him well and know the magazine will be a success. In any case a tip of the hat to you Norm.

In this issue we bring you rare COLOR photos of the original CAPT. MARVEL shirt and robot from Captain Video as well as other early serials. We take a look at FLASH GORDON, the film. It surprised me. The Crimson Ghost strikes again and Jack Armstrong is back to save the World from destruction. Richard Hurst gets a nod from us for keeping the serial movement going by staging Saturday Matinee on Sunday's. And of course our usual goodies.

Remember if you have any color lobby cards we can buy or borrow (with full credit of course) please drop me a line. Next issue we hope to have our first **MAIL ORDER AUCTION** on serial items only. Watch for it. And within this new year watch for an all new publication on the laughable funny men called "FUNNY BUSINESS". More on this as time goes by. And now let's continue with the next thrill packed chapter of...

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# COMIC/SERIAL CROSSEOVERS: A CROSS FERTILIZATION FRAUGHT WITH DANGER

BY RICHARD "DOC" HURST PART 2 (con't from last issue)



Ralph Byrd was "Dick Tracy"

Moreover, in chapter ten, the action heavy leader (Kenne Duncan) who had spent the whole serial doing vicious things, walks away following a fight and is never mentioned again. Presumably, he got away scott free! In chapter twelve incidently, Billy Batson loses his power and Captain Marvel seems to be retired forever. The serial was responsible, however, for a continuing character being introduced into the comic book. Billy's pal Whitey, as portrayed by William Benedict, popped up in the comics shortly after the serial's run and stayed on for many years.

Dick Tracy made his fourth and last serial appearance in Dick Tracy Vs Crime Inc. in 1941. Although the serial was liberally sprinkled with stock footage, the climatic fight between Tracy and the invisible arch-villain the Ghost filmed in negative to dramatize the scientific method (infra-red light) by which Tracy can see him is an imaginative highlight to the chapterplay.

Edgar Rice Burrough's Jungle Girl was the last serial/comic crossover film of 1941. This one has an unusual history however. Republic made this first serial using the character Nyoka which they created but loosely based on ERB's novel used as the title. The next year they wanted to make a sequel and since the name Nyoka was from the studio and not the book, they called the 1942 entry Peril's of Nyoka, varied the locale from Jungle to desert, changed the heroine slightly, and avoided royalty payments to Burroughs. In the meantime

Fawcett had bought out the comic version of Nyoka based on the serial so the process of development goes roughly: book, serial, comic, serial. The comic Nyoka was closed to the first serial Nyoka in that her habitat was the jungle but basically the serials, the comics, and the book were three different animals.

With the end of 1941, we reach approximately the half way mark in the overview of the comic/serial crossovers. While some really interesting adaptations and some very strange developments remain.

The year 1942 opened with Captain Midnight from Columbia which, while deriving from the famous radio program, also existed as a comic book and even later as a television series in the 1950's. While Dave O'Brien's portrayal of the heroic captain was not quite the same as the original, it made for an exciting serial and was damned sight closer than the later television series with Richard Webb. Don Wilson of the Navy followed from Universal and was a reasonable facsimile of the Fawcett comic book. It starred Don Terry, a fairly good actor. Gangbusters from Universal was taken from the well known radio series but here again did exist as a comic at one period.

King of the Mounties the first comic crossover from Republic in 1942 was a sequel to 1940's King of the Royal Mounted which, as explained in the first installment of this survey, was both a book and a comic. With Allen Lane as King, the serial was action packed and quite good. Because of copyright legalities neither serial has been available for years. Perils of Nyoka, also from Republic, was again a sequel which, as previously explained, came from a comic book which came from the first serial which in turn came from Edgar Rice Burrough's Jungle Girl. Got that? This second Nyoka entry starred Kay Aldridge and pre-Lone Ranger Clayton Moore and was a desert oriented comic counterpart. Since comic had been created from serial and second serial from comic, it is surprising that there were not more similarities between the last two but, in any case, it was a good fast paced serial.

The final comic crossover of 1942 was Republic's Spy Smasher based on the Fawcett character and, while Republic did take liberties, it was one of the best action oriented sound serials produced. Starring Kane Richmond, a surprisingly good actor for serials, and directed by William Witney, a specialist in action, Spy Smasher started off with a bang (the hero's fake execution by the French under Nazi direction) and rarely let up. In fact chapters nine through twelve seem to be non-stop action with one chase or fight sequence setting up the next until the final fist fight, boat battle, and harbor explosion. The main liberty Republic took was in giving Spy Smasher Alan Armstrong a twin brother Jack (get the inside joke?) who is Eve Corby's fiance rather than Alan and who ultimately gets killed off in an interesting plot twist. Also, Spy Smasher lacked his comic book gyro sub on mini-flying wing but, to make up for it, the bad guys had one instead. It only lasted one chapter though!



Otherwise it was a faithful rendition with wartime theme, archvillain The Mask, and a close approximation of Spy Smasher's costume. The year 1942, incidentally, had six serial/comic crossovers making it the second biggest year in crossovers following 1940 with seven as the champion. From 1942 on though it was strictly downhill at least in terms of numbers of adaptations.

Universal brought us the Adventures of Smilin' Jack in 1942 from the comic strip of the same name and, while I have not seen this one, it starred Tom Neal so I assume that the hero at least had his moustache faithfully carried over. Batman came from Columbia and most everyone has seen at least part of this when it was reissued during the Batman craze of the mid-sixties. It starred a frumpy Lewis Wilson (his only film I believe), a skinny anemic Douglas Croft, and a fiendish J. Carroll Nash (an Irishman) as the villainous Oriental mastermind. No batmobile, unintentional laughs courtesy of wartime propaganda, poorly edited speeded up action sequences, and the lethargic direction of Lambert Hillyer were additional drawbacks. And the Batman outfit just looked funny. However, despite the fashion of lambasting this entry, I for one found that it did have its moments of excitement. Remember, too, that the early Batman comics were crude in comparison to those of the last decade. While the serial would never be one of my favorites, it was not quite as bad as everyone assumes it to be.

Don Wilson switched services in Don Winslow of the Coast Guard a 1943 Universal sequel to his appearance the previous year. Or was the Coast Guard a part of the Navy in World War II? In any case the cast remained the same. My next entry is the most tenuous of the entire survey. It is open to criticism and is really mentioned only for comparison. The Masked Marvel from Republic was NOT a comic character but was a masked

insurance investigator, (one of four and the audience was kept guessing) who had a molded face mask which covered two-thirds of his face. Nor was the serial tongue-in-cheek. Still the formless blue-grey suit, the floppy hat, and the gloves and face mask "uniform" remind me of Eisler's The Spirit. And the action in the Spirit when it came was always slam-bang, no-holds-barred, despite Eisler's overall humorous approach. I'm sure I'll get arguments from comics fans and experts but the Masked Marvel and the Spirit always seemed to be, if not kindred spirits, at least related in appearance and their approach to action.

The last entry to be discussed from 1943 was Columbia's The Phantom starring Tom Tyler and here the relationship to the comics is clear cut. I saw it as a kid when it was originally released and, since it came from Columbia, the Phantom probably had baggy knees (long johns only work in the comics). Nonetheless, I have found memories of it and both the serial and the comic remain childhood favorites. I have never seen it since and assume it is unavailable due to copyright restrictions. More's the pity!

Columbia also brought us Black Arrow in 1944, a serial about which I know little having only vague memories of a few chapters at the time of original release. I know even less about the comic book and don't believe it was a huge success. However, 1944 also saw Captain America from Republic and both serial and comic were long lasting successes though different to the point of being unrelated. In its way Captain America is an interesting example of how not to do an adaptation. Republic bought the screen rights outright from Timely Comics and, when Timely complained about liberties taken with the character, Republic told them to go fly legal kite. It has even been hypothesized that the original screenplay was meant for a different serial.



**CLAYTON MOORE AS WE ALL KNOW HIM. REMEMBER HIM AS NYOKA'S BOYFRIEND**



**CAPTAIN AMERICA — TO BE CONTINUED NEXT ISSUE**



All the Tongghili are in awe of Lethel, the mysterious Queen of the Jungle who can walk through the flaming wall of fire to advise the Judge and help him protect the Tongghili. Under Lang's orders, Godac becomes Judge. He has been told the great secret of the sword.

Dr. Elise Bork, posing as a scientist, is Lang's Nazi superior. When she and Lang learn of an incoming plane carrying Bob Elliott, Chuck Kelly and Pamela Courtney, they have their agents sabotage their plane. The airplane crashes in the jungle.

Chapter two: Jungle Sacrifice - Bob, Chuck and Pamela all survive the plane crash. Bob and Chuck suspect Pamela of being a Nazi agent and she in turn suspects them. At the Tambosa Experimental Farm. Dr. Bork and Lang are in communication with Berlin and report that there are three survivors of the plane crash.

Meanwhile, Godac in the ceremonial cave has to choose his successor from three candidates, of which Maati is one. One of the others, Kyba, is approved by Lethel, the Queen of the Jungle. Under orders from Dr. Bork, Lang has the natives capture Pamela. She is tied to a pole near a crocodile infested river. the crockadiles come ashore and close in on the bound girl.

## Jungle Queen

### CAST

Bob Elliott .....	Edward Norris
Chuck Kelly .....	Eddie Quillan
Lang .....	Douglas Dumbrille
Pamela Courtney .....	Lois Collier
Lethel .....	Ruth Roman
Dr. Elise Bork .....	Tala Birell
Kyba .....	Clarence Muse
Tambosa Tim .....	Cy Kendall
Godac .....	Clinton Rosemond
Mr. X .....	Lumsden Hare
Branam Chatterton .....	Lester Mathews
Maati .....	Napoleon Simpson
Jungle Jack .....	Budd Buster
Noma .....	Emmett Smith
Orbon .....	Jim Basquette
Henchman .....	Crane Whitley
Muller .....	George Eldredge
Johann .....	Edmund Cobb
Rogers .....	Cyril Delevanti
Scholank .....	John Merton
Credits .....	

Original screenplay .....	Goeorge Plympton
.....	Ande Lamb
.....	Morgan B. Cox
Executive Producer .....	Ben Pivar
Associate Producer .....	Morgan B. Cox
.....	Ray Taylor
Directed by .....	Ray Taylor
.....	Lewis D. Collins
Assistant Director .....	Ralph Slosser
Photography by .....	William Sickner



Chapter one: Invitation to Danger - The Nazi High Command sends agents into the African jungle to stir up the Tongghili tribes against the allies. Maati takes his orders from Lang, a Nazi agent, who offers to help Maati get elected Judge of the Tribe.

LOIS COLLIER "JUNGLE QUEEN"



Chapter three: The Flaming Mountain - Lothel helps Bob and Chuck save Pamela from the crocodiles be by setting fire to the shacks in the native village. Lothel then disappears into the jungle. Bob, Chuck and Pam start out to locate Pam's Uncle Alan who also know the secret of the sword.

Lang and Maati quarrel but decide each needs the other. In the ceremonial cave, Godac nominates Kyba as his successor providing Kyba goes to the ruined temples on the ancient mountain of fire. If the mountain doesn't erupt, that is supposed to be a sign that the gods approve of Kyba.

Lang and Maati place TNT in the ancient volcano. Lethel learns of this and gets Bob to help her save Kyba. The mountain explodes with Bob and Kyba apparently killed in the explosion.

Chapter four: Wildcat Stampede - Bob and Kyba escape the blast. The two, plus Chuck and Pam watch the eruption of the volcano. Back in London, Mr. X is overheard in the secret office by a German spy who gets word to Berlin that Pam's uncle hasn't returned from his safari.

In Tambosa, this message is received by Dr. Bork and Lang. Dr. Bork tells Lang to have his natives locate and kill Alan Courtney, Pam's uncle. In the jungle, Pam, Bob and Chuck find Courtney but he is killed just before he can tell Pam the secret of the sword. His last word before he dies is "Lothel"...

Lang's natives decide that Pam must also die. They release some caged wild animals. As Pam is running from a lion, a native hurls a spear at her.

Chapter five: The Burning Jungle - Bob hurls himself at Pam, knocking her down and saving her from the native spear. Pam and Chuck take her uncle's body back to Tambosa while Bob and their guide, Jungle Jack go on to Tong-Gara, the native village.

At the Experimental Farm, Dr. Bork tells Lang to have Maati and his natives capture Godac. At the ceremonial cave, Lothel makes another of her mysterious appearances and tells the natives to ask Maati what he has promised the strangers.

At this point, Bob and Jungle Jack arrive and Maati's natives start after them. They flee into the brush. The natives start fires and trap them. The flames close in.

Chapter six: Danger Ship - Back in Tambosa, Br. Dr. Bork tells Pam and Chuck that Bob and Jungle Jack have been sacrificed by the Tongghilis. But back in the burning jungle, Lethel again mysteriously appears and guides Bob and Jungle Jack to a canoe at the river's edge. Lethel again disappears into the jungle as Bob and Jungle Jack make their escape.

Meanwhile Lang and Maati have Godac guarded by two Nazis. Bob returns to Tambosa while Jungle Jack returns to his jungle compound.

Back in Tambosa, Dr. Bork tell Pam and Chuck that the Captain of the Silver Star can take them to her uncle's murderer. Pam and Chuck meet Bob and the three of them go to the ship. As they begin their investigation, a fight starts. One of the sailors releases a net filled with cargo. The load crashes down on Bob.

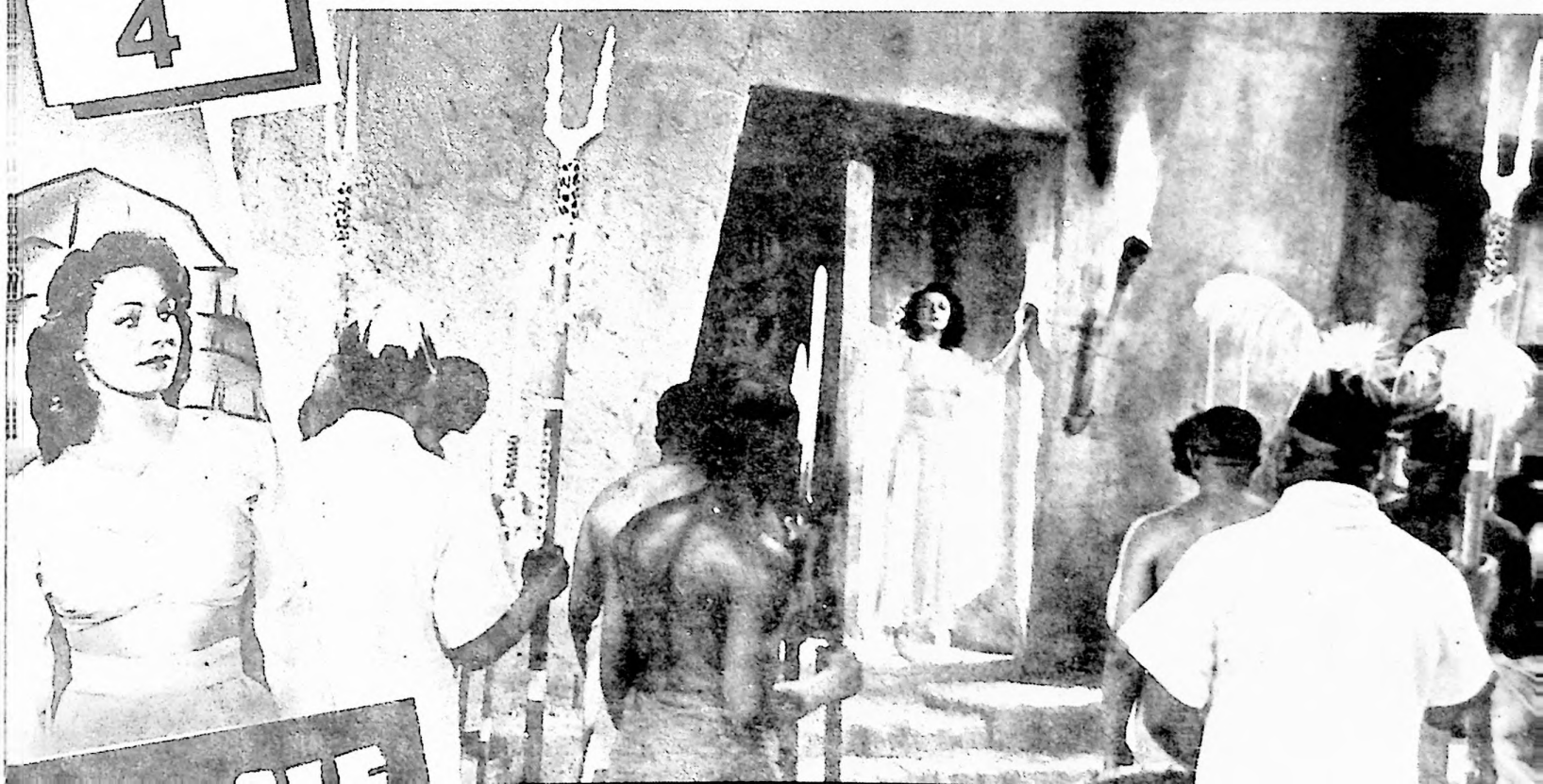
Chapter seven: Trip-Wire Murder - Bob sees the falling cargo and leaps overboard. The cargo crashes harmlessly to the deck. Pam and Chuck are taken prisoner and locked in a small cabin. The Captain rigs a Mauser with a trip-wire that will kill anyone in the passageway leading to Pam and Chuck's cabin.

Meanwhile, Dr. Bork sends Lang back to Maati to tell him that he will have to pretend to rescue Godac. Lethel locates Godac and tells him what is really happening.

CONTINUED ON PAGE 10

## Chapter 4

# WILDCAT STAMPEDE



# MOVIE REVIEW **FLASH GORDON**



**EDITORS COMMENTS:** Everyone enjoys something differently. I enjoyed the new Flash Gordon. If you take it for what it is, I feel you will enjoy it too. The effects are good, the costumes really breath taking and the set designs are right out of the Alex Raymond comic strip. After what Dino De Laurentiis did to KING KONG, I was expecting the worst, but I was very surprised. Even the music done by Queen became enjoyable after I got used to it. Sam J. Jones' FLASH is weak in my book, but as Flash was weak, Max Von Sydow's MING was brilliantly strong and an excellent choice for the part. New Italian sex kitten Ornelia Muti is Aura and a real treat for any mans eyeballs. Topol fits the part of Dr. Zarkov well and young Melody Anderson is a much liberated Dale Arden. I liked it. It isn't STAR WARS, but then who wants it to be. The rocket ships are different and very colorful and the climax of the film is highly entertaining and exciting. If you are mad at De Laurentiis for KONG, forgive him long enough to see "FLASH GORDON." Below is a review of the film done by Santa Monica film critic Barry Bernnan of the EVENING OUTLOOK.

Lust. Loyalty. Betrayal. Peril. Love. Hate. Monsters. Action. Adventure. Romance. Pageantry. Evil.

And that's not all.

There's also:

Heroism. Sex. Earthquakes. Floods. Hurricanes. Fire. Hailstorms. Erotic and lascivious slaves. Hideous tortures. And A HAPPY ENDING.

You get all of the above and a little bit more in "Flash Gordon," Universal's quaint Christmastime idea of a family picture.

There is also a very great deal of plot in the extravagant Dino De Laurentiis production, the highlights of which are as follows: Ming the Merciless (Max Von Sydow), Emperor of the Universe, has this little thing about the planet Earth. He wants to destroy it. Why? Well, because he just does. When you're merciless, people tend to let you do pretty much as you please.

At any rate, unrestrained by even a shred of decency, he upsets the energy force surrounding the moon, throwing it ever so slightly out of balance.

Needless to say, the climatic consequences are dire. The aforementioned earthquakes, floods, hurricanes ensue. And that's not all. Ming also blocks out the sun. I mean, the guy is MEAN.

The only person who suspects that anything other than normal California weather is going on, however, is Dr. Hans Zarkov (Topol). Only he suspects the moon is out of its orbit. But, since he is a notorious looney, nobody pays much attention.

Obviously, the only thing to do is to venture out into space — in a spacecraft that he has conveniently built for the purpose — and see what the heck is going on.

He has a bit of trouble, though, convincing anyone to go with him.

Fortunately for this plot's future, Flash Gordon — who in this incarnation of the classic King features comic strip is a quarterback for the New York Jets — and Dale Arden — who is a travel agent in this telling — drop in unexpectedly. They LITERALLY drop in when the small plane they are flying crash lands in Dr. Zarkov's laboratory.

And that, in broad outline, is how Flash Gordon goes from calling 23-hut for the Jets to being the saviour of the universe, a large assignment from practically any point of view.

Sam J. Jones, the unknown who plays Flash, equips himself as honorably as anyone could in a cartoon feature. He has an impetuous charm and plenty of space-age energy. He sort of zooms through the picture. And when he looks at those erotic and lascivious slaves, they KNOW they have been looked at.

Not that he does anything about it, you understand. He is terribly virtuous. That's why his strength is the strength of 10.

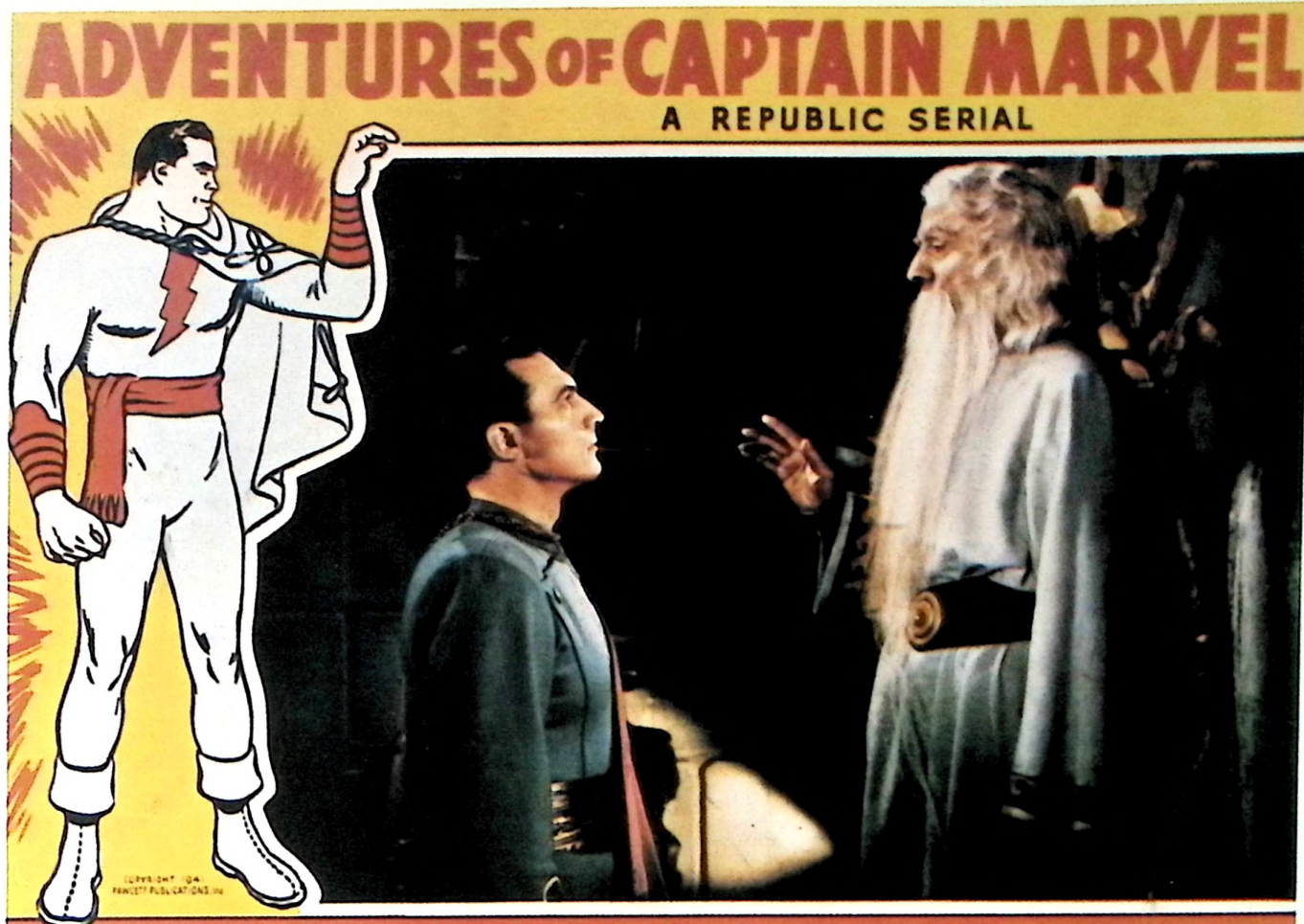
The rest of the cast is composed of fine actors who take the proceedings very seriously, to hilarious effect.

Von Sydow doesn't miss a diabolical trick as Ming.

Timothy Dalton, as Prince Barin, is dashing and vile at the same time. A sexy combination.

Mike Hodges directed. Rated "PG", "Flash Gordon" is now playing citywide.





Last October in Los Angeles, California, the 2nd Movie Auction was held at the Ambassador Hotel across the street from the famed Brown Derby Restaurant.

One thing that was of interest was the original body shirt worn by Tom Tyler in the 1941 Republic production of "Adventures of Captain Marvel." As you can see by the color lobby card above Tyler's costume on the screen was a grey in color and very unlike the comic book color. The reason was that the costume would photograph better in a black and white film.

So it was that I spotted the shirt to be auctioned off to the highest bidder at the event. The night of the auction saw the room almost filled and when it came time to bid on the shirt only two people wanted it as the starting bid was \$2,000.000. The estimated bid in the catalog was about \$15,000.000 to \$20,000.00. The shirt went to a Texas customer for the final sum of \$5,250.00.

I took a picture of the shirt while it was on display as you see on these pages. The shirt was worn, but it was still a thrill to be near the costume that was worn by Tom Tyler in what has to be the greatest serial ever produced.

Wizard Promotions are putting on Auctions at various times of the year with various serial items up for bid. The last Auction held in December saw several one sheets on serials such as **THE LONE RANGER**, **BLACKHAWK**, **KING OF THE TEXAS RANGERS** and others. A collectors catalog of items can be ordered direct from **Wizard Productions** by writing to them at: **2128 Granville Avenue, Los Angeles, California 90025.**



**ORIGINAL COSTUME TOP SOLD FOR \$5,250.00 AT AUCTION**

## JUNGLE QUEEN — CON'T FROM PAGE 7

Bob locates the Constable and the two of them return to the boat. Dr. Bork, now on board the Silver Star, hears Bob coming down the stairs so she leaves as Bob's feet hit the trip-wire. The Mauser goes off with a roar.

Chapter eight: The Mortar Bomb - Bob is warned by a yell from Chuck and the Mauser goes off harmlessly. Dr. Bork knives the captain of the Silver Star and gets away. Chuck also escapes but Bob and Pam are captured by the Nazis and taken to an abandoned mine where they are tied up. Meanwhile, at the Experimental Farm, Lang tells Dr. Bork that Godac has agreed to order the execution of Lethel.

Lethel appears before Godac and tells him that she will bring the tribal Chiefs to rescue him. Dr. Bork, determined to kill Bob and Pam before Chuck can get there, has her men fire a mortar shell into the abandoned mine.

Chapter nine: Death Watch - Bab and Pam are knocked to the ground by the explosion but manage to escape. At the Experimental Farm, Dr. Bork is told by Lang that Lethel and Kyba are coming to save Godac. She orders Godac moved.

Bob learns that a British courier arriving from London has been ambushed and replaced by a Nazi. Bob follows him in hope he will lead him to Nazi headquarters.

Bob loses the Nazi at a deserted cave. As he starts to leave, he finds himself surrounded by lions.

Chapter ten: Executive Chambers - Bob escapes into the cave and up the side of the mountain. Bob and Chuck then call on Jungle Jack who tells them that Lang and the hostile natives had released the lions that threatened Bob.

Dr. Bork has Godac moved from the prison cave to a Nazi radio station. She then invites Pam out to the Experimental Farm. Bob also goes to the Experimental Farm and as he starts down to the fumigating chamber, a Nazi sees him and turns on the gas. Bob slumps to the floor.

Chapter eleven: The Trail of Doom - Pam arrives just in time to save Bob from the gas fumes in the fumigating chamber. Dr. Bork shoots the Nazi guard to try and prove that she is not Nazi herself.

Back at the Commissioner's office in Tambosa, Chuck says that he is sure both Dr. Bork and Lang are Nazi agents but that so far there is no definite proof.

While investigation the Experimental Farm, Bob and Chuck hear a secret phone ring. they attempt to trace its wires. Lang arrives and captures Pam. Bob and Chuck are followed as they go into a dead end tunnel. The Nazis set off a charge behind them that seals them in.

Chapter twelve: Dragged Under - Lethel again mysteriously appears and saves Bob and Chuck by leading them out through another tunnel. They locate Pam and rescue her.

Chuck, Bob and Pam then start out for the cave where Godac is imprisoned. Lang is having Godac tortured to get him to reveal the secret of the sword. Lethel then appears before Godac who tells her the secret before he dies.

Lang discovers that Bob and Chuck are on his trail. He and his men capture Bob and Pam but Chuck escapes. Dr. Bork tells Bob and Pam that war has been declared and that Germany will rule the world.

Chuck, escaping through the jungle, comes to a river. He dives in but is pulled down by crocodiles.

Chapter thirteen: The Secret of the Sword - Lethel again appears just in time to save Chuck from the crocodiles but he is so weak that he is easily captured by Maati and his men who take him to Lang.

In the prison cave, Dr. Bork tells the prisoners that they will be accused of murdering Godac. In the ceremonial cave, Maati is exposed as a traitor by Lethel and is made to walk into the fire where is perishes. Lang is warned of this and he and Dr. Bork flee to the Experimental Farm to destroy their papers. Bob, Chuck, Pam and the natives capture them. And again, the mysterious Lethel disappears in a sheet of flames.

THE END



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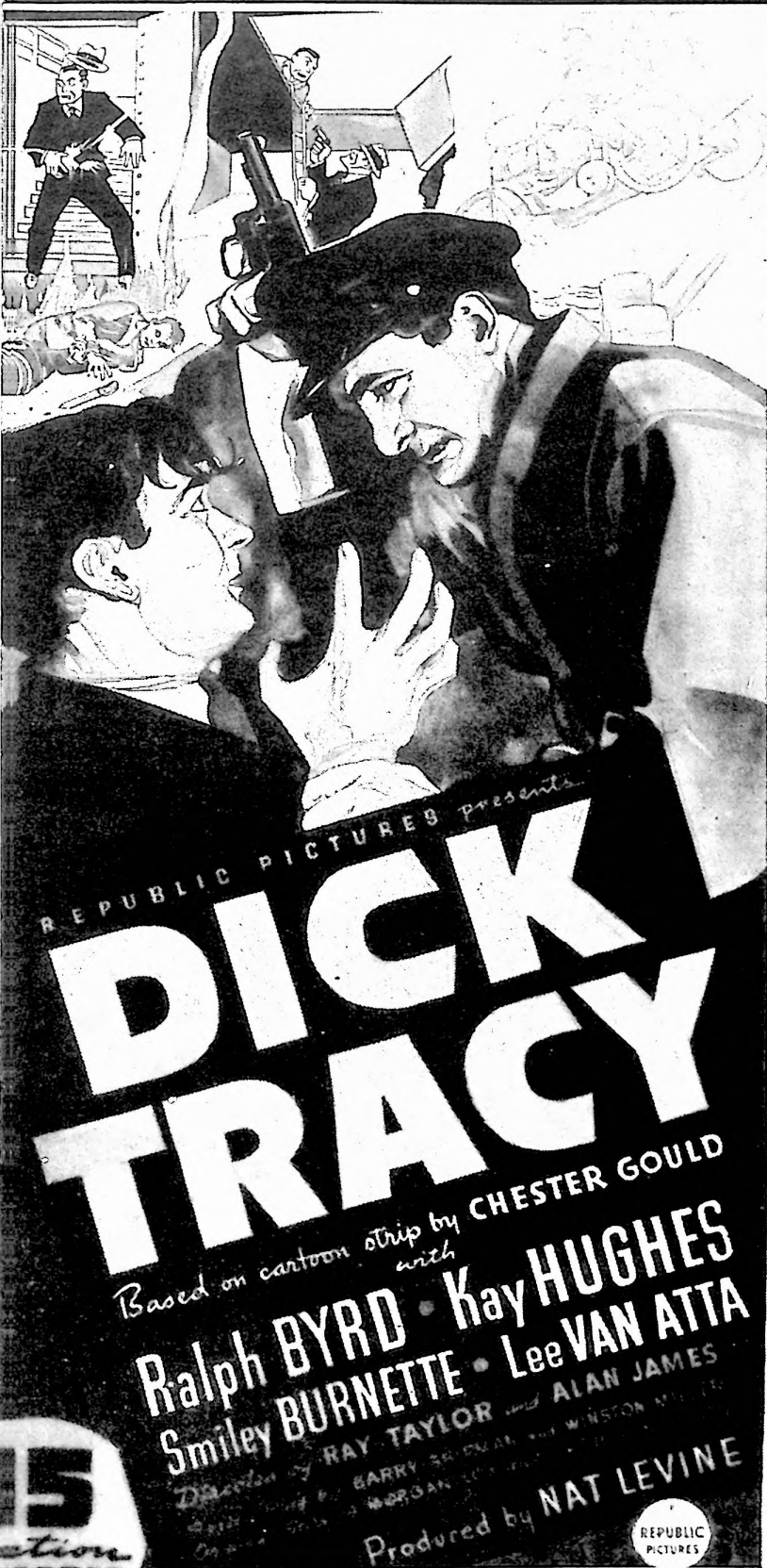
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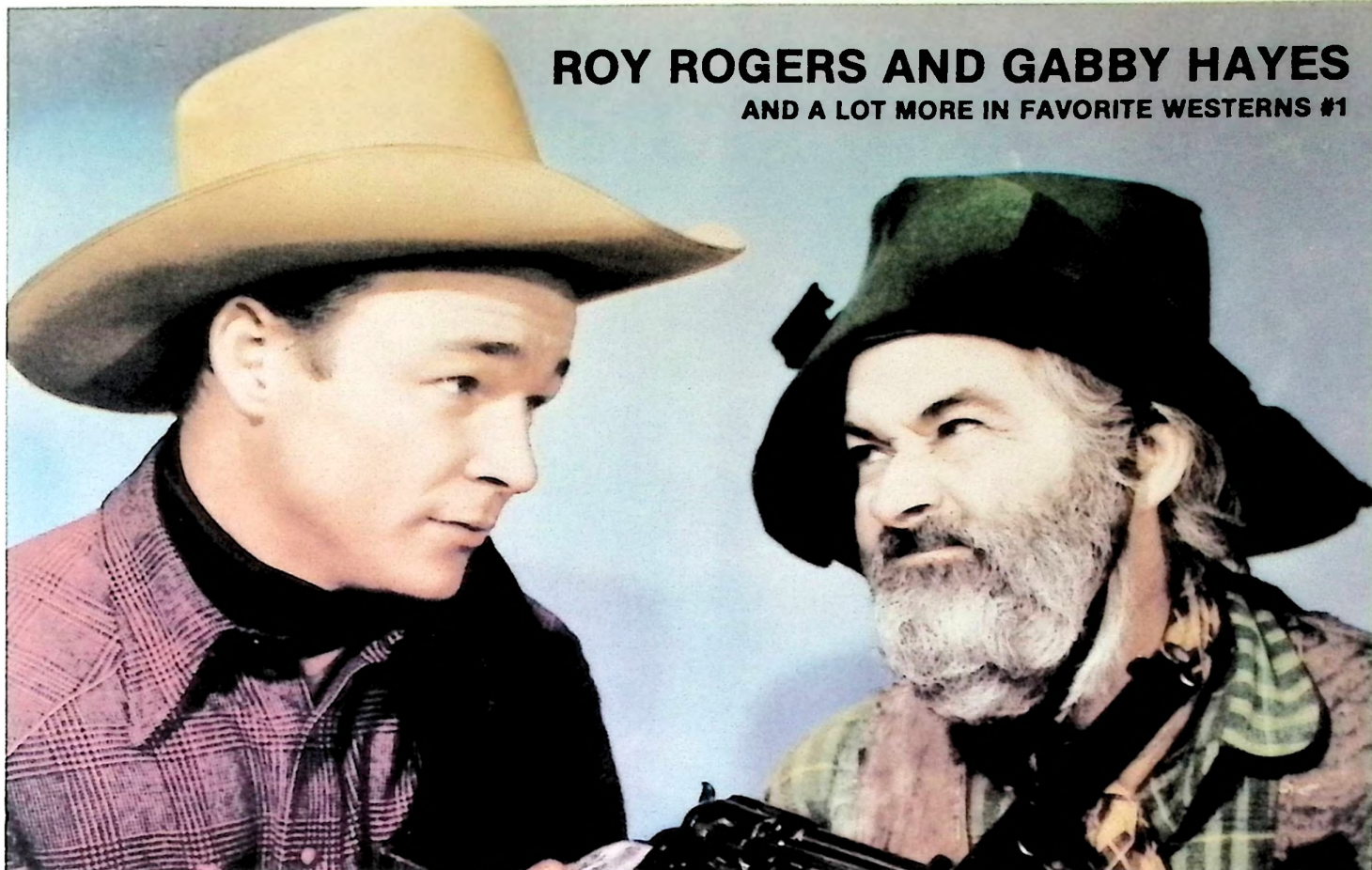
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# THE CRIMSON GHOST CONTINUED



## Chapter 7 Electrocution

Diana comes to in the nick of time and bounds from the swiftly-moving station wagon. She tumbles wildly along the side of the road as the now-unoccupied car speeds onward toward destruction on the mined bridge. Back at the Cyclotrode truck, Duncan and Harte are still fighting. Harte tries to get away, running toward the edge of a steep, rocky slope, but Duncan is right behind him. Duncan tackles him, and the two men somersault furiously down the stony hill. Ashe scurries to the brow of the hill and peers down to see the motionless bodies of Duncan and Harte far below. Satisfied that both have been killed, he hurries to his truck and roars away. At the foot of the hill, Duncan has come around and is examining the body of the lifeless Harte.

Meanwhile, Ashe has spotted the stranded Diana and drives in her direction. Diana sees the truck approaching and, certain that it is Duncan who is driving, hurries toward it. At the last moment she finally discerns that it is Ashe behind the wheel, and sprints away into the woods. Ashe jumps out of the truck and runs after her. Diana takes cover beneath a huge boulder and Ashe runs right past her. But when Diana turns to run in the opposite direction, she trips on a rock, and Ashe is right back on her trail. The chase comes to an end when Diana comes to the face of a high escarpment. She climbs up onto some tall rocks and struggles to reach a high ledge, but Ashe arrives on the scene and seizes the girl's ankle. Ashe gives a violent tug on her leg, and Diana tumbles down the boulder-strewn wall. Ashe lifts the unconscious girl up into his arms and carries her away.

The scene switches to the Crimson Ghost's hideout. Ashe is tying the conscious but blindfolded Diana to a chair while at the same time explaining the circumstances surrounding her capture to the Ghost and Bain. The Ghost realizes that Diana can be used to keep them informed of what Duncan has in mind, and thereby prevent him from interfering in any more of their plans. Bain fetches a control collar and some medical instruments while Ashe proceeds to remove Diana's blindfold. Diana gasps audibly as the first sight to meet her eyes is the ghoulish countenance of the fearsome Ghost. Ashe unbinds Diana's hands, rolls up one of her sleeves and holds her unprotected arm out to the Ghost, who injects her with the will-destroying drug. Diana shrieks as the needle pierces her skin--a scream for help which is cut off as Bain clamps his hand over her mouth. Diana lapses into unconsciousness as the Ghost readies the hellish collar...

At two o'clock that afternoon, in the University Conference Room. Duncan tells Prof.'s Van Wyck, Maxwell and Parker about the attempted uranium hijacking and the disappearance of Diana. The meeting is soon adjourned. Duncan returns to his laboratory, where a bewitched-looking Diana is seated, silent and motionless, at the desk. Duncan, overjoyed at her return, presses her for details of her escape from death at the bridge. Diana explains how she leapt from the car, then lies that she had been in a dazed condition for hours. Unknown to Duncan, Diana's



every word and movement is being dictated by the Crimson Ghost, who is communicating his instructions to her via the control collara diaphragm receiver. Duncan, taken in by her story, tells her that there is now a way to nullify the power of the Cyclotrode. Unaware that the Ghost is listening in, Duncan explains that, six months before, he and the late Prof. Chambers had developed a special isotron device to counteract the powere of the Cyclotrode should it fall into the wrong hands. Charged by the University laboratory's generators, it has the capability to turn the power of the Cyclotrode back upon itself. The isotron device lacks only one part, as essential prism, before it will be ready, and Duncan is just now leaving for a local optical company to pick up this final, vital component.

Duncan drives to the Stevens Optical Company and picks up the prism. He walks out of the building and gets in his car. As he pulls away, a sneering gunman sits up in the back seat and levels his revolver at Duncan. The gunman orders Duncan to take the turns as he calls them. Duncan gives the steering wheel a sudden jerk, swerving the speeding car and the gunman rolls over in the back seat. Duncan yanks the wheel back forth and back again, and the hapless heavy rolls and somersaults to and fro uncontrollably. As the wildly-weaving car heads up a tricky mountain road, Duncan reaches into the back and throws open a rear door. Another sudden yank on the wheel sends the gunman flying out the door and down a grassy hill. Duncan, smiling exuberantly, races away.

Duncan returns to the University lab and prepares to experiment with the now-completed isotron device. As Diana looks on, he plugs the device into a huge panel, then switches on the giant generators. Via the diaphragm receiver, the Ghost orders Diana to hand Duncan a certain package. From within her purse Diana opens it, gas and sparks spew forth, and Duncan collapses, unconscious. Diana moves to the laboratory door and unlocks it to admit Ashe and a second heavy. Ashe is just about to smash the isotron device when Duncan suddenly comes around. Another frantic round of fighting begins, Duncan vs. Ashe and Heavy #2. Diana tensely watches from the sidelines as the lab is reduced to a shambles by the three fighters. The breathless battle carries Duncan and Heavy #2 perilously close to the dangerous generating equipment. Elsewhere in the room, Ashe seizes upon this opportunity to smash the isotron device into little pieces. Duncan ducks Heavy #2's right cross, then seizes the off-balance heavy and flips him up over his back. The Heavy lands in the high-voltage generating machinery and is instantly killed as a terrific burst of white-hot sparks flies from the equipment. Duncan dashes after the fleeing Ashe, grabbing him before he can make it out the door, and now Duncan and Ashe slug it out. As the two men fight closer and closer to the hazardous generators, the Ghost issues yet another order to the enslaved Diana: "Kill Richards!" The hapless girl picks up a stool and moves closer to the fighting pair. Duncan knocks Ashe to the floor, and Diana sees the opening she has been waiting for. She throws the stool, striking Duncan, and as he topples backwards into the high-voltage machinery, another huge fiery blast of sparks signals his gruesome demise!



## Chapter 8 THE SLAVE COLLAR

Duncan falls on the floor unhurt while the stool flung by Diana goes on to strike the generators and produce the giant flash of sparks. Ashe leaps to his feet and dashes for the door, but Duncan grabs up a gun and angrily orders him to stop moving and start talking. By way of Diana's control collar, the Ghost can overhear what is happening. To enable Ashe to escape, the skull-faced fiend commands Diana to remove the electrically-charged control collar--a move which will cause the girl's instantaneous death! Diana, still very much under the influence of the Ghost's drug, cannot disobey. She whips her scarf from around her kneck and begins to tug viciously at the collar. As Duncan turns to face the struggling girl, Ashe strikes the gun from his hand and runs out the door. Duncan, more interested in saving Diana than in apprehending Ashe, seizes Diana's arms and pulls her hands away from the collar. He subdues her quickly and holds a bottle of chloroform under her nose until she succumbs to the anesthetizing fumes and goes limp in his arms. Duncan deposits the sleeping girl in a chair and immediately dials the local hospital.

The Crimson Ghost is still listening in via the control collar. The Ghost reminds Bain, who has also been listening, that any attempt to remove Diana's collar will result in her death. What Duncan plans to do about this situation the Ghost will learn in his other identity at the next morning's conference at the University.



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Diana to sabotage the operation at a crucial moment. The Ghost reminds Ashe where the getaway car will be waiting for him afterwards, then pulls away. Ashe, disguised by eye glasses and a surgeon's robe, cap and mask, enters the laboratory and is greeted as "Dr. Gage" by an unsuspecting Duncan. "Dr. Gage" declines to remove his surgical mask, asserting that he has a slight cold which he fears may be contagious, and the operating begins. Duncan switches on the demagnetizer and goes to work at delicately adjusting its myriad dials and wheels. "Dr. Gage" glances down and sees where the demagnetizer is plugged into a wall socket, and stealthily moves backward toward the outlet. Certain that the collar has been demagnetized, Duncan arms himself with cutting pliers and moves quickly to snip off the death-dealing control collar. As the pliers snap together around the collar, "Dr. Gage" yanks the cord from the wall with a kick of his foot, deactivating the vital demagnetizer. A blinding flare and a mushrooming cloud of smoke erupt from the collar and Duncan's face blanches with terror.

## Chapter 9 BLAZING FURY

Luckily, "Dr. Gage's" murderous move came a second too late. Duncan had already clipped the collar off and tossed it aside by the time it had electrified. "Dr. Gage" sputters that the power must have failed, but Duncan notices that the plug has been pulled and directs an accusation at "Gage." "Gage" whips off his eye glasses and gropes for his pocketed gun, but Duncan moves faster, slugging the bogus doctor, who slumps unconscious to the floor. Duncan removes the surgeon's mask, revealing the face of his old adversary, Ashe. While the nurse hurries away to summon University guards, a woozy Diana begins to come around. Duncan helps her to sit up on the table and fills her in on what has transpired. Duncan hopes that they will be able to get some answers out of their important prisoner, Ashe, in the morning.

The scene switches to a little-known tunnel somewhere outside of town. At the end of the tunnel is the Crimson Ghost's new chemical workshop, where Zane, a Ghost henchman, is busy devising a new heavy water-manufacturing process, sans uranium. The Ghost steps into the workshop and Zane promises him that the work is nearly completed. Suddenly a second henchman, the getaway car driver, enters and tells the Ghost that Ashe never left the University laboratory after his murderous mission. Surmising that Ashe has been captured, the Ghost immediately begins to lay plans for his escape.

The next morning finds Ashe handcuffed to a chair in Duncan's laboratory, a stern-faced guard keeping an eye on him from nearby. A second guard enters the room as it is now his turn to stand watch over the prisoner. As Guard 1 turns over the handcuff keys, Guard 2 unexpectedly kayoes him. Obviously a Ghost henchman, Guard 2 uncuffs Ashe and tells him that there is a car waiting in an alley in back of the building. As the pair make for the door, Duncan appears suddenly and fighting breaks out. Guard 2 is floored almost immediately while Ashe beats a hasty retreat,



The following morning, Duncan meets with Prof.'s Van Wyck, Maxwell and Parker and discusses the harrowing events of the previous day. Regarding Diana, he tells them that Dr. Gage of Mercy Hospital is preparing a serum which he hopes will counteract the effects of the Ghost's powerful drug and restore her to normal. Duncan reminds the three professors that Diana's recent, dazed behavior was similar to that of the late Pro. Chambers when he went to the Bonded Warehouse to retrieve the duplicate Cyclotrode model. (At this point, the cliffhanger ending of Chapter 1 is reviewed.) Duncan goes on to say that he is sure there must be a safe antidote to the Ghost's drug, for he had encountered a sane and clear-thinking Prof. Chambers some time after that adventure. (The exciting ending of Chapter 2 is now re-shown.) The intrepid criminologist concludes by telling the Professors that, after the counteracting drug has been administered to Diana, she will be brought to his laboratory, where he has assembled the equipment necessary to set up a powerful magnetic field. Duncan hopes to demagnetize the collar and clip it off harmlessly. Dr. Gage and a nurse will be there to assist in the operation.

That night, in Duncan's lab, Duncan and the nurse prepare for the fateful operation. An unconscious Diana has been placed on a long table. At the head of the table is the intricate looking demagnetizing device. A long metal rod ending in a horseshoe-shaped electrode-equipped bar stems from the device and extends across to Diana's table, where the rounded bar, will frame Diana's face and neck and create the magnetic field.

Outside the building, Ashe is just climbing out of the back seat of the Crimson Ghost's car. The Ghost, seated behind the wheel, had laid plans for Ashe to disguise himself as Dr. Gage (who has been disposed of), thus getting close enough to

dashing out the back door and racing away in the waiting car. Duncan, watching Ashe pulling away from the back door, grins broadly. With the help of two loyal and cooperative guards, he has tricked Ashe into fleeing in a car with a television unit concealed in it's back seat. Duncan returns to the lab, congratulates the two guards on a deception well pulled off, and sits down to watch Ashe's progress on a television monitor. Duncan is joined by Diana and the two watch closely as Ashe takes a circuitous route in case he is being tailed. By telephone, Duncan informs Prof.'s Van Wyck, Maxwell and Parker, gathered in the conference room, of his plan to uncover the Ghost's hideout by monitoring Ashe's escape, unaware of the fact that by describing his latest stratagem to them, he is also forewarning the Ghost.

As Duncan and Diana continue to watch the tv screen, Ashe turns north on Crest Highway, and Duncan decides to begin his pursuit. He hurries out the back door, hops into his car and sets out. Diana, in radio communication with Duncan, tells him that Ashe has pulled up in front of a tunnel at the end of the Canyon Road. The Ghost arrives by car a few moments later and disappears into the tunnel, and Diana relays this additional news to Duncan.

Duncan arrives on the scene a short time later and hurries into the tunnel. He makes his way through its twisting passages and eventually comes upon the chemical workshop where the Ghost and Zane are working on an important experiment. Duncan bursts in, gun drawn. The two criminals raise their hands slowly as Duncan insists the Ghost remove his mask. Zane goes for his gun, but Duncan shoots a large bottle near him and Zane freezes. Duncan moves closer, frisks both men and then reaches for the Ghost's mask, pulling it from his head. The gruesome mask is removed to reveal the face of--Ashe!

Duncan knows right away that he has fallen into a trap. The voice of the real Crimson Ghost rings out from around a corner, ordering Duncan to drop his gun. Duncan, caught flat-footed, throws the weapon away. The Ghost steps closer, moving in for the kill, when Duncan suddenly lunges toward as steam unit, releasing a concentrated jet of searing steam. The Ghost is stunned and a giant battle ensues. Zane is quickly knocked out, and Duncan and Ashe continue the brawl. In a momentary skirmish with the Ghost himself, Duncan rips a glove from the fiend's hand while flipping him over his back, knocking him out. Duncan and Ashe close in combat once again, and in the course of the raging battle in a pipe connected to a drum of hi-test fuel is accidentally dislocated, releasing a stream of the dangerous fuel. Live wires suspended near the ceiling are torn loose in the fight, and as they fall to the floor, sparking wildly, the rapidly-spreading puddle of fuel is ignited. Elsewhere, the Ghost is beginning to revive. The masked villain stands, picks up a bench and shatters it over Duncan's back, knocking him out. Ashe notices the hi-test fuel drums centered in the raging fire and excitedly yells out a warning. Ashe grabs up the flask of heavy water and flees together with the Crimson Ghost. Duncan lies unconscious and helpless as the hi-test fuel drums suddenly detonate in a thunderous explosion. The tunnel roof, weakened by the blast, crumbles to pieces, and tons of stone and wooden timbers rain down into the workshop with crushing force!

## Chapter 10 THE TRAP THAT FAILED

Just before the fuel explodes, Duncan revives and dashes into hiding, and emerges unscathed after the blast and cave-in.

Duncan returns to the University and makes his report to Prof.'s Van Wyck, Maxwell and Parker in the conference room. The dauntless criminologist tells the threesome that, during the workshop fight with the Crimson Ghost and Ashe, he had inadvertently torn a glove from the Ghost's hand. Confident that the Ghost has left his fingerprints all over the lab equipment, Duncan has had a truckload of wreckage hauled to the Pier Warehouse, where he will dust and photograph for the telltale prints.

After the briefing, the guilty professor hurries to his secret telephone and calls Ashe, warning him of Duncan's plan. Ashe is certain that Duncan won't find any prints, but the Ghost does not share his confidence. The Ghost announces that he is going to the warehouse to destroy the wreckage. Ashe is instructed to find a way to stop Duncan from reaching there.



As Duncan and Diana speed across country to the warehouse by car, Duncan states that he is now sure that one of the three Professors is the Crimson Ghost. The wreckage in the truck at the Pier Warehouse is simply bait to force the guilty party to show his hand. Unbeknownst to the pair, Ashe is hiding behind a huge boulder near the road ahead of them, laying in wait with a gas bomb-firing gun. When the car races by, Ashe fires, and the gas bomb shatters their back window and fills the car with fumes. Duncan swerves off the road and into a grassy field, where he and Diana pile out of the gas-filled automobile. Ashe fires his revolver twice at the pair, missing both times. Duncan cleverly tricks Ashe into wasting his remaining four shots, then rushes toward the now-unarmed killer. Ashe, outwitted once again, runs to his car, jumps behind the wheel and drives quickly away. Duncan returns to his own car, where Diana awaits him with the bad news that the vehicle is inextricably stuck. Duncan realizes that the Pier Warehouse is within a half mile's distance of where they now are, and the two set out cross-country on foot.

The scene shifts to the Pier Warehouse, where Prof. Van Wyck (!) is stealing silently into the huge building and moving stealthily to the canvas-covered truck containing the debris from the shattered chemical workshop. Surreptitiously the elderly professor slides open the



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warehouse doors, making ready to drive the truck away. Duncan and Diana suddenly arrive. Duncan spots Van Wyck about to climb up into the truck and draws his gun. Van Wyck claims that he has come to the warehouse to save the wreckage evidence, not to steal or destroy it. Duncan, convinced that Van Wyck is the Crimson Ghost, temptfully turns a deaf ear to his specious alibi. Unexpectedly, the Crimson Ghost, accompanied by a rail-thin henchman carrying a gun, appears behind Duncan, Diana and Van Wyck, taking the three by surprise. Duncan is ordered to drop his gun, and as he complies, Prof. Van Wyck makes a bid for freedom, hopping up into the driver's compartment of the truck. The henchman squeezes off a shot which strikes Van Wyck, and in the momentary confusion a fight is started. While the badly-wounded Van Wyck crawls weakly up into the cab of the truck, Duncan engages in fisticuffs with the henchman while the Ghost tussles with Diana for possession of a fallen gun. The Ghost hurls Diana aside, knocking her out, then begins a wild search for the gun, which had been kicked into the midst of a number of

scattered boxes. Nearby, Duncan and the henchman continue to slug it out, crashing over wooden crates and scattering boxes left and right. The henchman knocks Duncan to the floor and raises a shovel threateningly. Duncan seizes up a fallen gun and fires a fatal shot point blank into his opponent. The Ghost has finally come up with the second gun and fires at Duncan, who takes cover behind the truck. The sound of shots awakens Diana, who runs to the truck and climbs up into the cab where the dying Prof. Van Wyck is slumped. Duncan orders Diana to drive Van Wyck away. While Duncan dashes for a new hiding place behind a pile of boxes, Diana starts the huge truck and floors the gas pedal. The Ghost shoots out the truck's windshield and Diana, startled, covers her face with her hands and falls over onto Van Wyck's lap. Like an unstoppable juggernaut, the driverless truck roars down the long expanse of the warehouse and plows through a huge wooden door with a splintering crash. The truck rockets off the edge of the pier and out over the water, splash-landing with a terrific impact!!

**TO BE CONTINUED NEXT ISSUE "CHAPTER ELEVEN"**  
**DOUBLE MURDER**

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Dear Editor:

I am writing in the hope that you or maybe even some of the **SERIAL WORLD** readers might be able to help me learn about the present-day whereabouts and/or biographical data on former actor James Craven. He seems to have completely disappeared from show business after 1953, but I have been assured by another writer and film historian that he has not died as some believe.

Not only has Mr. Craven been featured in so many serials at Republic and Columbia pictures, but he has also been featured in the following films: "A Yank In The R.A.F." "13 Rue Madeleine" "Johnny Belinda" "Mighty Joe Young" "Wells Fargo Gunmaster" "Flying Leathernecks" "David and Bethsheba" "The Day The Earth Stood Still" and "Project Moonbase", to name a few.

The Screen Actors Guild has not been able to help me, nor has the New York Public Library at Lincoln Art Center. I have also tried numerous studios that he worked at, some directors, casting agencies and The Library of the Academy of Motion Pictures Arts & Sciences. Many thanks for your time.

Sincerely,  
Steve Pellicani

Dear Editor:

You're certainly directing **SERIAL WORLD** in the right direction. The publication just keeps getting better and better. The color is clean and the color lobby cards on the back cover are real eye-poppers. I also like the idea of detailing one episode from a couple of serials as you did in issue No. 23 on "Jack Armstrong" and "The Crimson Ghost." It just sort of...keeps you hanging'.

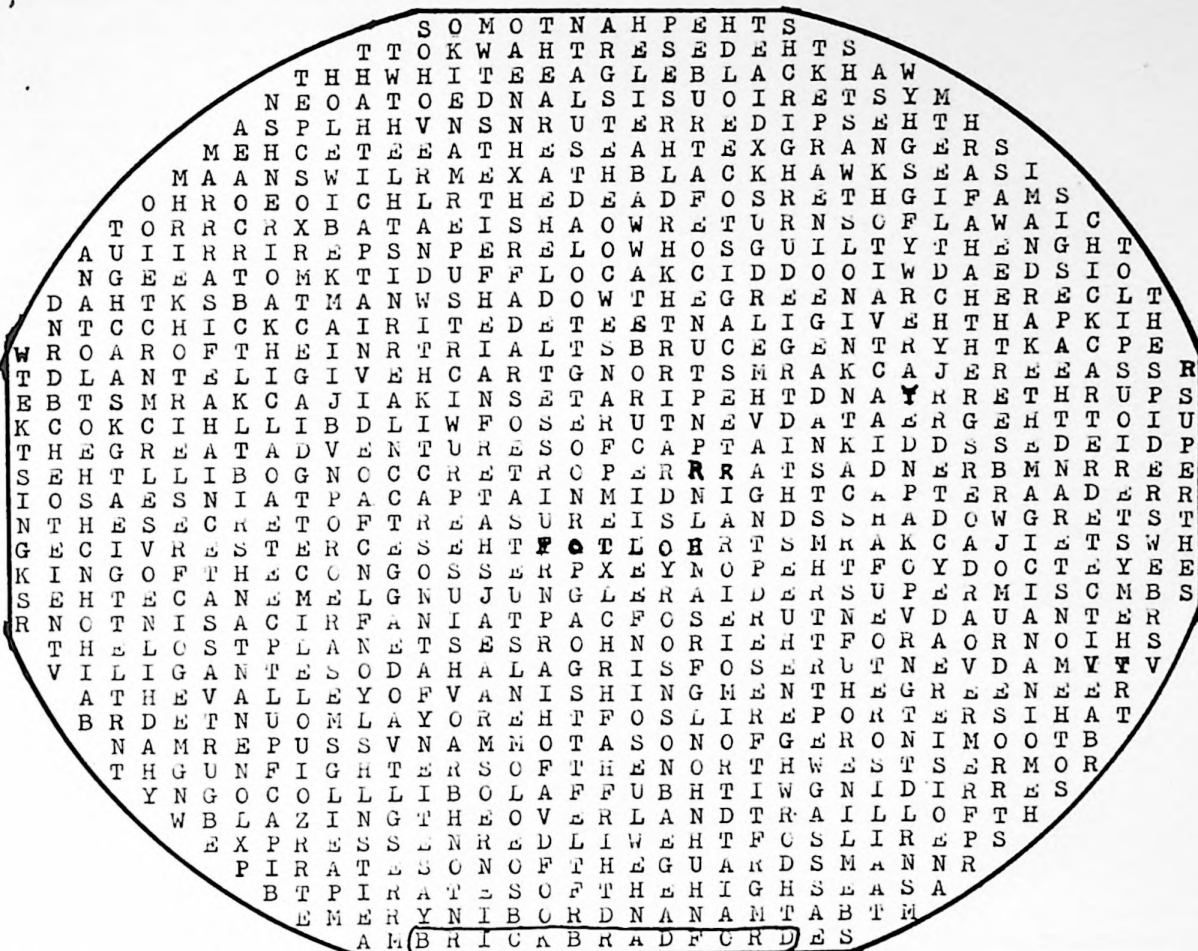
Enclosed is my check for \$14.50 to cover the cost of issues No. 1 of **THING MAGAZINE** as well as a two year charter subscription to **FAVORITE WESTERNS**. How's that for confidence?

Thine,  
Bill Rocz  
Mall Manager  
PARK CENTRAL  
3121 N. 3rd Avenue  
Phoenix, Arizona 85013

P.S. If you get any better I'll have to give you a "plug"  
on one of my TV and/or radio shows. Best Wishes!



# ANOTHER SERIAL PUZZLER — BY JOSEPH SALAMANDRA



1. Adventures Of Captain Africa
2. Adventures Of Sir Galanad
3. Atom Man vs. Superman
4. Batman
5. Batman And Robin
6. Brick Bradford ✓
7. Black Arrow
8. Blackhawk
9. Blazing The Overland Trail
10. Brenda Starr, Reporter
11. Bruce Gentry
12. Captain Midnight
13. Captain Video
14. Chick Carter, Detective
15. Cody Of The Pony Express
16. Congo Bill
17. Deadwood Dick
18. Flying G-Men
19. Gunfighters Of The Northwest
20. Holt Of The Secret Service
21. Hop Harrigan
22. Jack Armstrong
23. Jungle Menace
24. Jungle Raiders
25. King Of The Congo
26. Mandrake, The Magician
27. Mysterious Island
28. Overland With Kit Carson
29. Perils Of The Royal Mounted

30. Perils Of The Wilderness
31. Pirates Of The High Seas
32. Riding With Buffalo Bill
33. Roar Of The Iron Horse
34. Son Of Geronimo
35. Son Of The Guardsman
36. Superman
37. Terry And The Pirates
38. Tex Granger
39. The Desert Hawk
40. The Great Adventures Of Captain Kidd
41. The Great Adventures Of Wild Bill Hickock
42. The Green Archer
43. The Iron Claw
44. The Lost Planet
45. The Monster And The Ape
46. The Mysterious Pilot
47. The Phantom
48. The Sea Hound
49. The Secret Code
50. The Secret Of Treasure Island
51. The Shadow
52. The Spider Returns
53. The Spider's Web
54. The Valley Of Vanishing Men
55. The Vigilante
56. White Eagle
57. Who's Guilty?



#### Chapter 4: INTO THE CRASH

Jack is saved by Umala, who realizes that his enemies are the white men working for Grood. Jack and Betty are reunited with Billy and Jim. They learn that Vic is probably on the island and begin to hunt for him.

Grood is furious at the failure to eliminate his enemies and orders Jack and his friends to be shot on sight.

Jack and his group are trapped and attacked in the Sacred Grotto. They manage to get outside but the situation becomes desperate as the Alura-Naga and Blair forces force Jack and his friends onto a dangerous rope bridge spanning the chasm.

They're eager to reach the Umala village where they're assured of at least temporary refuge, and see in the bridge a chance of escape.

In a running battle, they reach the bridge and make their hazardous way across it. As Jack, Jim, Billy and Betty approach the center, the natives show up on the far side.

Jack and his friends are caught between their two enemies. A native severs one rope, then another and another until the bridge is cut leaving Jack and his friends hanging in mid-air, desperately clinging to the last strand of rope. The strand's cut and Jack swings to what seems inevitable doom in the chasm below!

#### Chapter 5: THE SPACE SHIP

Dangling by a cord, Jack saves himself and Uncle Jim by swinging onto a ledge. They make the cord fast and get Billy and Betty to safety on the ledge.

Blair and his men heave boulders at them, but Jack and his friends escape this danger and reach the ground.

Princess Alura believes their escape is due to her god Xalta and refuses to let Naga organize an expedition to find the whites and kill them. Grood plans a fantastic demonstration of his power to impress the natives. He sends his aero-globe into the outer stratosphere, with Vic aboard the spaceship, which is commanded by Dr. Albeur, another aide of Grood's.

Vic views the earth from an altitude of 1,000 miles. The take-off is regarded by the natives as a manifestation of their god.

The aeroglobe soon begins to descend to earth. Jack, Jim, Billy and Betty have viewed the takeoff from hiding and realize that important scientific work is in progress.

They came upon the cave which is one of the secret entrances to the hidden laboratory. Jack forces an entrance by breaking the electronic guard beam by using a lead weight from Betty's skirt.

Jack and the Fairfield's find their way into the Fire Pit, the berth of the Aeroglobe.

The Aeroglobe descends into the pit, with Jack, Jim, Betty and Billy in danger of being crushed by 170 tons of dead weight!

#### CHAPTER 6: TUNNELS OF TREACHERY

As the Aeroglobe lands, Jack and his friends flatten themselves against the walls of the pit, narrowly avoiding death. They escape from the tunnel after a gunfight with Blair.

Gregory Pierce, Jim's former customer, who staged Vic's kidnapping, arrived with additional scientific equipment to insure the completion of Grood's Cosmic Beam Annihilator, the instrument by which Grood hopes to achieve his ambition of world domination.

Pierce offers to deal with Jack and his friends. Meanwhile, Princess Alura urges Jack to leave the island, but Jack tells her that he must save Vic Hardy. During their conference, Naga attacks the Fairfield's. Jack saves Jim from death by an assassin.

Jack tells Jim about the arrival of the scientific equipment stored at a mill and points out that the radio of the steamer which brought the equipment provides a means of communication with the outside world.

Jack and Jim meet the hypocritical Pierce at the mill who offers to help them, professing that he came to the island to find them. Pierce has Jack and Jim locked in the mill storeroom.

A henchman releases a poison gas into the room. Jack and Jim fall to the floor, by the fumes!

#### CHAPTER 7: CAVERN OF CHANCE

Jack manages to retain consciousness long enough to douse the gas bomb with sand, smothering it and saving himself and Uncle Jim. When two of the thugs come in to check their supposed asphyxiation, Jack and Jim overpower them and escape. They're accompanied by Pierce, now suspected of treachery by Grood. Pierce, still loyal to Grood, pretends to join Jack and Jim in their search for Vic. They're trailed by Blair, who's taken prisoner by Jack and taken to the Umala village. Pierce pretends not to know Blair, who under duress gives Jack the data that will, he says, lead to where Vic is captive.

But the directions lead to a secret well, not the lab. Hardy assures Grood that the completion of the Cosmic Beam Annihilator Gun is not far off. Hardy appears to be cooperating with Grood and Zorn, Grood's chief scientist.

Pierce radios Zorn, using a miniature transmitter hidden in his cigarette case, that Jack and the others are enroute to the well. Zorn has a net thrown over the well as a camouflage.

Betty, not with the party, discovers Pierce's transmitter. She suspects a trap is set and hurries to warn the group but fails to catch up.



Jack and the others step into the net, which collapses, plunging them into the well. Rocks, as though released by a human agency, pour down into the water at the bottom of the well where Jack and his friends are trapped.

#### CHAPTER 8: THE SECRET ROOM

Betty arrives in time to save Jack and his friends by throwing a hanging vine down the side of the well. Before they make good their escape, the group is compelled to fight it out with the men who arranged the trap. They beat them.

At Amala's village, they come upon a battle waged between the natives and Grood's henchmen, led by Blair, who has escaped. Jack and his friends help the natives route the thugs. Jim decides to confront Grood, now suspected of being the brains behind the occurrences. Jim indicates that he knows where the secret caverns exist, but Grood refuses to be drawn out. Later, Jack breaks into Grood's secret room in the trading post and discovers the hidden radio by which Grood communicates with his henchmen.

Billy hides in a packing case hoping to be sent to wherever the mystery project is going on.

Grood discovers Jack's attempt to penetrate his secret room. An attempt to capture Jack and others fails. Then Grood, learning of Billy's being in the crate, radios instructions for the boy to be killed.

Grood's men, transporting the equipment by truck, force Billy from the case. Billy and the henchmen fight, with the boy thrown from the truck into quicksand.

Jack and Jim, trailing the truck, seem too far away to save Billy, who is sinking rapidly into the quicksand pool!



#### INTO THE FLAMES

##### CHAPTER 9: HUMAN TARGETS

Jack and Jim arrive as Billy sinks into the quicksand. They engage the thugs in a fight, during which Billy grasps a branch of a tree, saving himself, only to be kicked back into the quicksand.

The timely arrival of Umala and some friendly natives saves Billy. The thugs are routed. Grood plans to eliminate Umala and his followers.

He attempts to rouse the natives through the voice of their god, Xalta, in reality the voice of Grood. Thus Xalta calls upon the natives to kill Jack Armstrong and his friends. The gathering is interrupted by the appearance of Princess Alura, who's angered that the gathering was called without getting her consent.

She doubts the authenticity of Xalta's voice and this increases the fury of the natives, many of who demand her execution.

Meanwhile, Naga, Alura's prime minister, orders Umala's abduction. He intends to kill him along with Alura. The kidnapping's discovered by Jack who trails the abductors. Jim and Billy trail Jack in turn.

Jack finds Alura and Umala tied to spears in the ground. He releases them, but Alura is captured with Jack and both are tied to the wall of a hut.

A native hurls knives at Jack and Alura, practicing for the death throw. Naga orders the death throw and the native hurls two knives. Alura screams when she realizes that there is no help for either herself or Jack!



"RAY OF DEATH"

# JACK ARMSTRONG — CONT'

## CHAPTER 10: BATTLE OF THE WARRIORS

As the knives are about to be thrown, two shots suddenly ring out, throwing the knife-thrower off balance, ruining his aim. The knives fly wild. The shots are fired by Jim, who with Billy and Umala arrives in time. Jack and Alura are saved, but recaptured by Naga and the natives. Billy and Jim are also captured. Umala makes a bargain with Naga. He will fight Naga with the god Xalta deciding the fate of the prisoners. If Naga wins, all the whites will be killed. If Umala wins they will be freed.

Naga treacherously attempts to use a knife, but Umala emerges victorious. The prisoners are freed and Alura once more becomes the accepted ruler of the tribe. Umala is made her adviser.

Pierce now plots with members of Grood's men to capture the prized Beam Gun to take over the island and eventually dominate the world without the help of Grood. Jack and the others plan a frontal assault on Grood's underground stronghold, but the plan reaches Grood's ears.

Grood visits the laboratory where the Cosmic Beam Annihilator has been completed following the isolation of a new element-selurium.

Grood and his men prepare for battle with Jack and his friends. He has the beam gun mounted on a promontory overlooking the Sacred Grotto.

The battle starts. The Death beam sweeps toward Jack and his allies burning everything in kit's path. It finally reaches Jim and Umala enveloping them in a blinding flash!

## CHAPTER 11: THE COSMIC ANNIHILATOR

Jack and Billy attack and overpower the Gun operators, and the beam is deflected. Jack and Billy possess the gun, but Pierce and his men steal it from them. However, the thugs find the gun useless for they don't know how to operate it.

They retreat, taking the gun with them. The loss of the Beam Gun is reported to Grood, who is given the impression that the Fairfields have the weapon.

The forces of Jack and Alura need guns and ammunition and postpone any further attacks until they get the munitions stored in the mill storeroom. Pierce discovers that he has insufficient solurium to operate the Cosmic Gun, and finds that he must have more of the element which is kept in Grood's underground laboratory.

Meanwhile, Grood, suspecting that Pierce has the gun, proceeds to Pierce's headquarters at the mill. Jack, Billy and the others, having gained admittance to the storehouse where they have come for ammunition, are trapped by Pierce's men.

The two forces fight it out in a cliff. Pierce sees them and opens fire, while Jack and a henchman battle it out. They fall over a cliff into the depths below, as their attempt to steal one of Grood's trucks seems to have failed.

## CHAPTER 12: GROTTO OF GREED

Jack is unhurt by the fall and escapes from his opponent. He reaches Grood's truck and crashes through enemy lines with it to reach Jim and Billy and help them lead munitions on it. The weight of the Beam Gun prevents them from removing that, too.

They do take the activator tube, which is necessary to the operation of the gun. Grood and his men give chase. Pierce discovers the

activator tube's missing and plans to replace it with a substitute that can only be found in Grood's hidden laboratory. He hopes to enlist Vic Hardy's aid.

Grood expects a visit from Pierce and makes preparations.

Meanwhile, Jack and Uncle Jim, determined to smash Grood's diabolical scheme to take over the earth, set out for the hidden lab, but the gates are guarded by a deadly "Tanilic Light."

Billy and Betty remain behind to listen in on a short-wave radio in order to intercept messages between Grood and his aides.

As Jack and Jim reach the passage leading to the laboratory, Zorn warns Grood by radio. The message is heard by Billy and Betty. Billy starts off in the truck to warn Jack and his uncle.

He meets Blair who fight it out with him. In the battle, the truck crashes into an embankment. Billy is knocked out.

Meanwhile, Jack and Jim run into Pierce and his men in the underground passage. A fight starts. Zorn opens the lab door as a come-on. A figure, presumably Jack, started toward it. Just as the figure reaches the door, the "Tanilic Light" is operated by Zorn. The figure is consumed in a blinding flash!

## CHAPTER 13: WHEELS OF FATE

The figure is not Jack but Pierce, who is killed by the "Light." Jack and Jim fail to get into the lab, the door of which is now closed, but they later fall into the hands of Grood's henchmen. They're taken to the lab as prisoners. Zorn orders the remaining members of Pierce's group liquidated.

Billy, meanwhile, has fallen into Blair's hands. In the lab, Zorn leaves the prisoners under a one-man guard. Vic attacks the guard and knocks him into some high-tension wires, electrocuting the man.

Vic releases Jack and Jim, but refuses to accompany them on the grounds that there is still much work to be done to stop Grood's mad scheme. After a wild fight, Billy escapes from Blair. He rejoins Jack, and Jim and the three head for the mill, where Grood's men attempt to recover the Beam Gun.

At the mill, Grood's men move the Beam Gun to a truck. Jack, Jim and Billy see the truck pull out. The truck carries explosives, too.

Jack climbs a tree from which he swings onto the truck. He gets into a fight with one of the guards. Control of the truck is lost and it goes over the cliff as a cigarette, which was previously tossed into one of the explosive boxes, causes a gigantic explosion!

## CHAPTER 14: JOURNEY INTO SPACE

The explosion occurred after the boxes dropped clear of the truck. Jack, struggling with the guards, had fallen to the ground before the truck went over the cliff. Blair, the driver, leaped to safety also.

The Beam Gun is now a mass of useless metal. Jack's enemies suddenly vanish. Jack, Jim, Billy and Betty, determined to take over Grood's underground headquarters, have Umala's natives block all the entrances to the caverns, trapping their enemies inside.

Grood gets a report from Zorn that the master Cosmic Beam Annihilator has been completed and installed in the Aeroglobe. Grood plans to annihilate an entire city as a prelude to his domination of the world.



He orders Vic to be on board the spaceship on its maiden flight. Once the Beam is used, he plans to have Vic Hardy killed, now that his scientific knowledge is no longer needed.

Jack and his friends attempt to stop the take-off but fail. Jack, mistaking Vic for an enemy, knocks him out. When he realizes what he's done, dons Vic's special outfit, and gets into the globe which takes off.

Grood, discovering what has happened, radios Zorn in the ship. Zorn makes all the crew unmask. A fight breaks out when Jack's discovered. The aeroglobe controls are broken and the spaceship plunges toward Earth. The Beam Gun is accidentally turned, causing one side of the globe to disintegrate!

#### CHAPTER 15: RETRIBUTION

Jack parachutes to safety when the Aeroglobe explodes, killing all inside and destroying the Master Beam Gun. At his radio communicator in the underground lab, Grood realizes what has happened and knows that he's playing a losing game.

Vic, now conscious, is brought to the lab, while Umala's warriors prepare for the kill. Grood directs the lab he destroyed. Vic demands that Grood and the others sign full confessions of guilt, holding them at gunpoint.

Jack makes a safe landing in the meantime, and joins his friends. The three succeed in penetrating the secret laboratory where they save Vic whose gun has been taken from him by Grood.

Vic tells Jack and the others that he was working undercover to stop Grood. Grood flips a lever, causing them to be trapped between barriers of solid rock.

Jack frees the group by improvising a bomb from a cigarette case and gunpowder. Grood and his henchmen, seeking to escape, run into Umala and would have overpowered them but for the timely arrival of Jack and the others.

Grood reaches his secret airfield where his plane is waiting. There, he cold-bloodedly shoots down two of his most loyal aides, fearing their guilty knowledge will involve him.

Grood himself is later blown to bits by the explosion of a hand-grenade in a fight with Jack. Their work done, Jack and his friends leave the island on a freighter after Alura has been enjoined to guard well the solurium deposits on the Island. This she promises to do.....so that the world will never be menaced again by Jason Grood.

THE END



**MASTER OF THE ISLAND:** Jason Grood, owner of the island trading post, is revealed as the master mind behind a plot to rule the world. Here, he confers with Blair Gregory Pierce, who has shipped important scientific equipment to the island, pretends to cooperate, but actually plans to seize control of the cosmic ray himself.

# SATURDAY MATINEE ON SUNDAY

INDIANAPOLIS (October 20, 1980) It isn't often that both United Press International and a national television network news department search out and cover museum programs, especially on the state level. But, just such good fortune recently came the way of the Indiana State Museum, Indianapolis, when UPI and NBC Nightly News carried features on the museum's "Saturday Matinee on Sunday," a 12-week series of westerns, cartoons, and a "Captain America" serial, which together documented a major aspect of the entertainment culture of the 1930s and 40s. Classic "B" western stars such as Roy Rogers, Gene Autry, and John Wayne were included in the weekly film fare. A four-member NBC news team covered the opening day of the series, Sunday, September 14, which resulted in an approximate three-minute feature aired on the NBC Nightly News on September 29.

The series was conceived by Richard M. Hurst, assistant director, Indiana State Museum, who authored a major study of Republic Studios, published in 1979 by Scarecrow Press. Hurst served as host for the series, introducing each Sunday's film fare with brief comments describing the subtle affects of such films on the national moral and ethical codes of the era.

According to Hurst, the goals of the series were fourfold. First, while movie series in cultural institutions and universities are somewhat commonplace, such events normally emphasize the "A" films, the cult films, and the artistic films. In point of fact, however, "A" films played only during the first part of the week in the vast majority of neighborhood theatres during the 30s and 40s. The remainder of the week was filled with the bread and butter "B" films, which served as a training ground for many of Hollywood's top actors and directors.

"The 'B' westerns and serials, especially, were staples of the neighborhood and small town theatres in the Midwest and South, and we felt it was important to recreate this much overlooked aspect of the American culture scene," explained Hurst. During the Depression, World War II, and the McCarthy period — a time when there was little or no television — Americans needed to be entertained as much or more as any other time in our history."

By dint of sheer volume, the "B" film experience in the small theatre environment had more influence on lifestyles than was generally acknowledged until recently. The film messages were respectable and safe, usually containing subliminal or even blatant examples of patriotism, law and order, honesty, and the

rights of the individual. The influence of the weekly trip to the Saturday matinee for a vast percentage of the American public of the 30s and 40s is now being viewed on a level near that of the lessons taught in schools, in the family, and in Sunday Schools. The "B" films are now being recognized for the role they played in molding and reinforcing the value patterns of three generations of Americans.

Equally important to the development of the film series was the intent to broaden the educational thrust of the Indiana State Museum, an attempt to reach segments of the community which might have overlooked the museum heretofore. In this respect, the film series was a great success. Each week the audience listened attentively to the brief introductory remarks by Hurst as he described the "B" film and the theatrical experiences as they related to growing up in America in the 1930s and 40s. Moreover, with little urging, most of the moviegoers toured the museum galleries and exhibits or expressed interest in other museum programs.

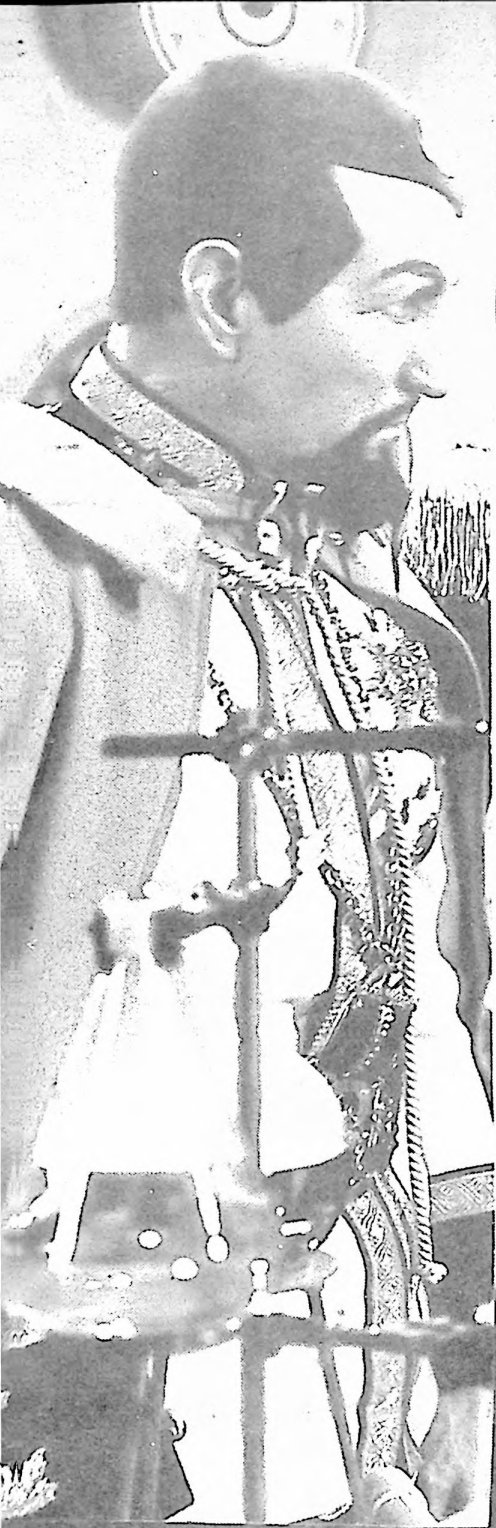
It was also hoped that the film series would answer the basic need of the general community for light entertainment and fun. The series, in effect, was making the statement that a museum can entertain as it educates, that museums of today are not mausoleums, but rather friendly edifices to be explored and enjoyed. Since "Saturday Matinee on Sunday" was held in an auditorium setting duplicating as nearly as possible the environment of a small theatre, the audiences quickly got into the spirit of things. The family groups, young adults, middle aged, and elderly folks in attendance — the perfect mix of participants which was hoped for — cheered for the western heroes and became even more vocal when Captain America went into action against the exploits of a mad museum curator! And, the cartoons seemed to generate much more laughter than might have come from television viewers of the same material.

The NBC News feature covered all the major goals of the film series — the significance of the "Bs," the messages of the films, the enjoyment of the theatrical atmosphere, the fun of the audience, and the creativity of the museum.

While the Indiana State Museum is not the first institution to attempt such a program of "B" westerns, serials, and cartoons, it may be one of the few to attempt to fully develop the overall concept of the Saturday matinee, the content; the experience; the influence; and the fun, into one package.

The national news media seemed to agree!





**SERIAL WORLD SALUTES THE ORIGINAL  
MERCILESS MING — CHARLES MIDDLETON**

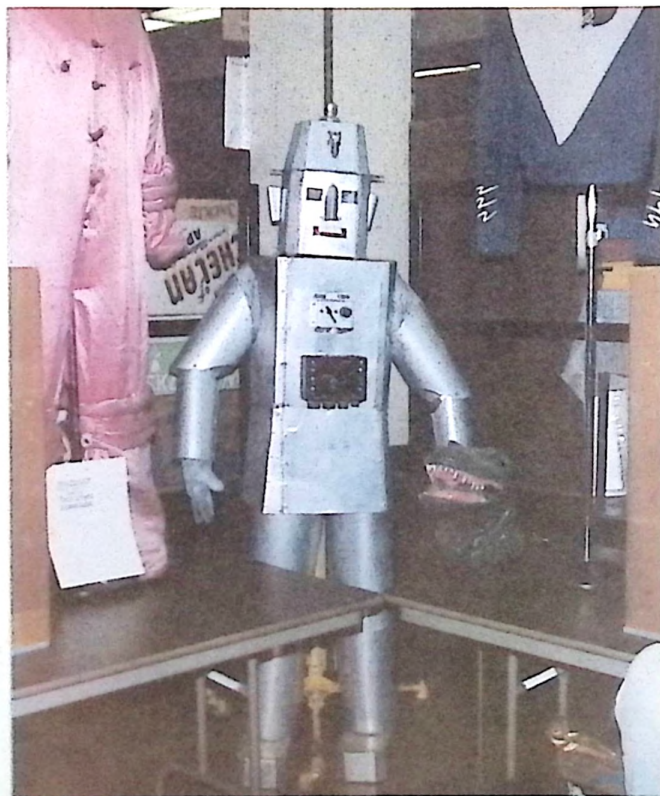
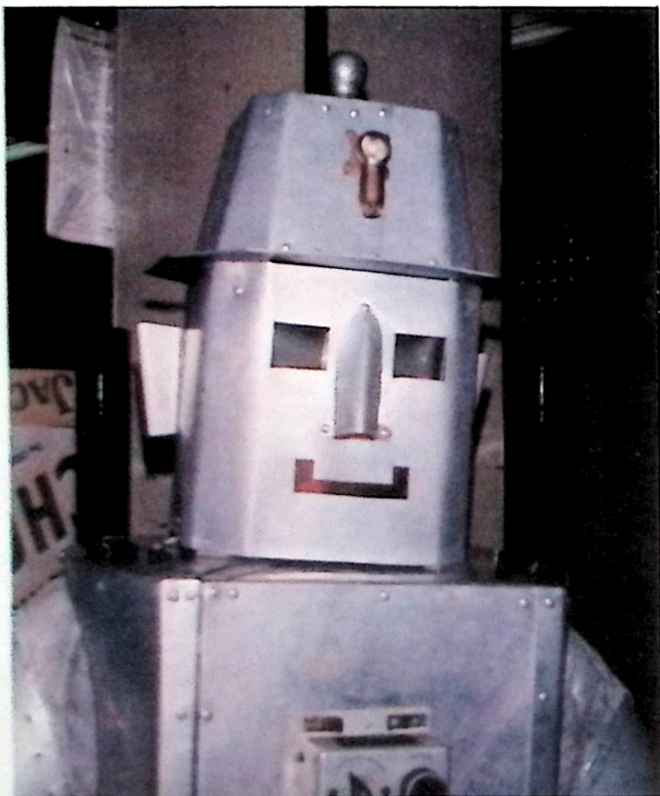
# EXCLUSIVE! CAPTAIN VIDEO ROBOT FOUND!

Last June in of all places, Glendale, California, the famed serial robot from Republic and Columbia serials was found. Standing against the wall in the Civic Auditorium on display was the silver robot looking as if it would be activated any moment by some crazed serial scientist.

The robot is part of the collection belonging to famed actor-producer Bob Burns. Mr. Burns also displayed several other bits in his collection including the original Time Machine used in the film of the same name. Also on display were various costumes from TV serials such as Tom Corbett and Space Patrol. It made you want to drool at the mouth wishing they were yours.

The robot is now seen on these pages and it drew quite a crowd of young and old serial fanatics. Mr. Burns, who once starred in a short film titled The Further Adventures of Major Mars, a serial type Rocketman film was on hand to answer any and all questions about his creations and restoring of these priceless film artifacts.

So, here on this page of SERIAL WORLD we bring you the robot you probably thought was long buried in the Phantom Empire or destroyed in Captain Video. Well, you are wrong. The robot is alive and well and now living with Mr. Bob Burns. He couldn't be in better hands...



PHOTOS BY JEFF WALTON

**NEXT ISSUE:**  
BACK TO "THE LOST CITY"  
REMEMBERING THOSE CLASSIC CLIFFHANGERS



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# BACK ISSUES OF SERIAL WORLD

ISSUE #11

ISSUE #13

ISSUE #14

ISSUE #15

ISSUE #16



24 PAGE ISSUE. Blackhawk, Superman Strikes Back. Interview with Duncan Renaldo, Mysterious Pilot, Serialtoon.



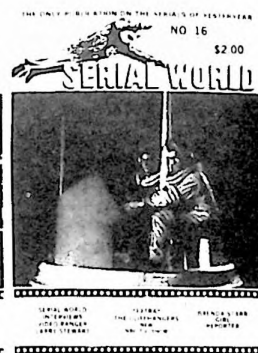
The Shadow Serial, Did You Know That, Spy Smasher, Serial Showcase, Serial Mailbag, Ads.



Flash Gordon Conquers Minneapolis, Spy Smasher, King of the Mounties, Did You Know That, Serial Mailbag.



The Phantom, Buck Rogers, King of the Mounties, Serial Mailbag & Serial Marquee.



"The Cliffhangers" New NBC T.V. Show, Brenda Starr - Girl Reporter, Interview with Video Ranger Larry Stewart, and much more.

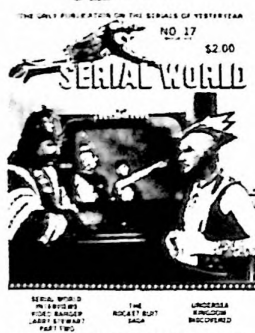
ISSUE #17

ISSUE #18

ISSUE #19

ISSUE #20

ISSUE #21



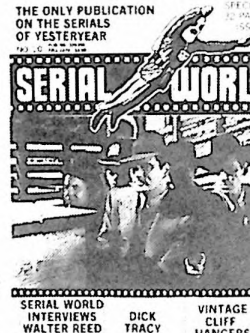
Tribute to I. Stanford Jolley, Rocketman Sage, Interview with Larry Stewart Part 2, Undersea Kingdom, Serial Showcase, Serial Mailbag, Video Serials, etc. 24 page issue.



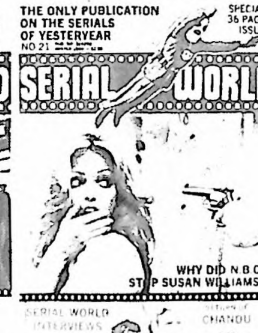
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1

## BLACK RAIDERS